IN THE SPECIFICATION

Page 1, lines 21-22, replace with the following:

More recently, multiple gaming machines have been linked together into groups of machines that share the same gaming features and bonus pool. A simple example of such a system is progressive video poker in which players can win a collective pool of money from any one of a plurality of gaming machines grouped together on the casino floor. More complex examples for bonusing are implemented using bonus servers over a network, such as disclosed in ~~co-pending application no. 08/843,411, filed April 15, 1997 and assigned to the Assignee of the present application (the '411 application)~~ co-owned U.S. Pat. No. 6,319,125 (the '125 patent), which is incorporated herein by reference for all purposes. Also incorporated herein by reference for all purposes is U.S. Patent No. 5,655,961, assigned to the Assignee of the present application (the '961 patent), which also discloses bonuses that can be implemented by bonus servers over a network.

Page 4, lines 15-16, replace with the following:

Bonus servers 44, 46 each comprise a microcomputer used to control bonus applications on the network. Each bonus application comprises a set of rules for awarding jackpots in excess of those established by the pay tables on each EGM. For example, some bonus awards may be made randomly, while others may be made to linked groups of EGMs operating in a progressive jackpot mode. Examples of bonuses that can be implemented on the network are disclosed in ~~co-pending application no. 08/843,411, filed April 15, 1997 and assigned to the Assignee of the present application (the '411 application)~~ co-owned U.S. Pat. No. 6,319,125 (the '125 patent), which is incorporated herein by reference for all purposes. This co-pending application also describes in more detail features of the network, like that shown in FIG. 1, that may be used to implement the present invention. The '882 patent also discloses bonuses that can be implemented by bonus servers 44, 46 and a network that could be used to implement the present invention.

Page 4, line 19, replace with the following:

Bonus servers 44, 46 each comprise a microcomputer used to control bonus applications on the network. Each bonus application comprises a set of rules for awarding jackpots in excess of those established by the pay tables on each EGM. For example, some bonus awards may be made randomly, while others may be made to linked groups of EGMs operating in a progressive jackpot mode. Examples of bonuses that can be implemented on

the network are disclosed in co-pending application no. 08/843,411, filed April 15, 1997 and assigned to the Assignee of the present application (the '411 application), which is incorporated herein by reference for all purposes. This co-pending application also describes in more detail features of the network, like that shown in FIG. 1, that may be used to implement the present invention. The ~~'882 patent~~ '961 patent also discloses bonuses that can be implemented by bonus servers 44, 46 and a network that could be used to implement the present invention.

Page 4, lines 24-25, replace with the following:

As used herein, the term *bonus amount* indicates any one award made to a player on a gaming machine resulting from a jackpot won according to the pay table on one of the EGMs and any additional amount indicated by a supplemental bonusing system. The ~~'411 application and '882 patent~~ '125 patent and '961 patent include many examples of bonusing systems that can be implemented to supplement the original pay table jackpot award.

Page 5, line 7, replace with the following:

FIG. 2 is a highly schematic representation of an electronic slot machine – typical of each of the machines in the network – that incorporates network communications hardware as described hereinafter. This hardware is described in the ~~'882 patent~~ '961 patent, and is referred to therein as a data communications node. Preferably the network communications hardware is like that disclosed in the '411 application, namely a machine communication interface (MCI) 50. MCI 50 facilitates communication between the network, via connection 22, and microprocessor 52, which controls the operation of EGM 12. This communication occurs via a serial port 54 on the microprocessor to which MCI 50 is connected. In a preferred embodiment, MCI 50 includes a timer 80 and a comparator 82 whose purpose will be explained more fully below.

Page 5, line 9, replace with the following:

FIG. 2 is a highly schematic representation of an electronic slot machine – typical of each of the machines in the network – that incorporates network communications hardware as described hereinafter. This hardware is described in the ~~'882 patent~~ '961 patent, and is referred to therein as a data communications node. Preferably the network communications hardware is like that disclosed in the ~~'411 application~~ '125 patent, namely a machine communication interface (MCI) 50. MCI 50 facilitates communication between the network,

via connection 22, and microprocessor 52, which controls the operation of EGM 12. This communication occurs via a serial port 54 on the microprocessor to which MCI 50 is connected. In a preferred embodiment, MCI 50 includes a timer 80 and a comparator 82 whose purpose will be explained more fully below.

Page 6, lines 16-17, replace with the following:

Card reader 60 reads a player-tracking card 66 that is issued by the casino to individual players who choose to have such a card. Card reader 60 and player-tracking card 66 are known in the art, as are player-tracking systems, examples being disclosed in the ~~'882 patent and '411 application~~ '961 patent and '125 patent. Briefly summarizing such a system, a player registers with the casino prior to commencing gaming. The casino issues a unique player-tracking card to the player and opens a corresponding player account or record that is stored in a database of other player accounts stored on accounting system 38 (in FIG. 1). Prior to playing one of the EGMs in FIG. 1, the player inserts card 66 into reader 60 thus permitting accounting system 38 to track player activity, such as amounts wagered and won and rate of play.